



USER MANUAL

HOW TO USE THE TIMELINE

V 1.5.0

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INTRODUCTION

The software has a timeline tool to manage media and lighting synchronization. Scenes in the timeline are represented with blocks which start time and duration can be modified as wished.

The Timeline tool also allows to insert audio blocks and video blocks to be synchronized with scenes triggers and thought realize some complete shows including the playing and displaying of media files.

You can add multiple timeline tabs to create your playlist of synchronized shows. However, only one timeline can be played at the same time.

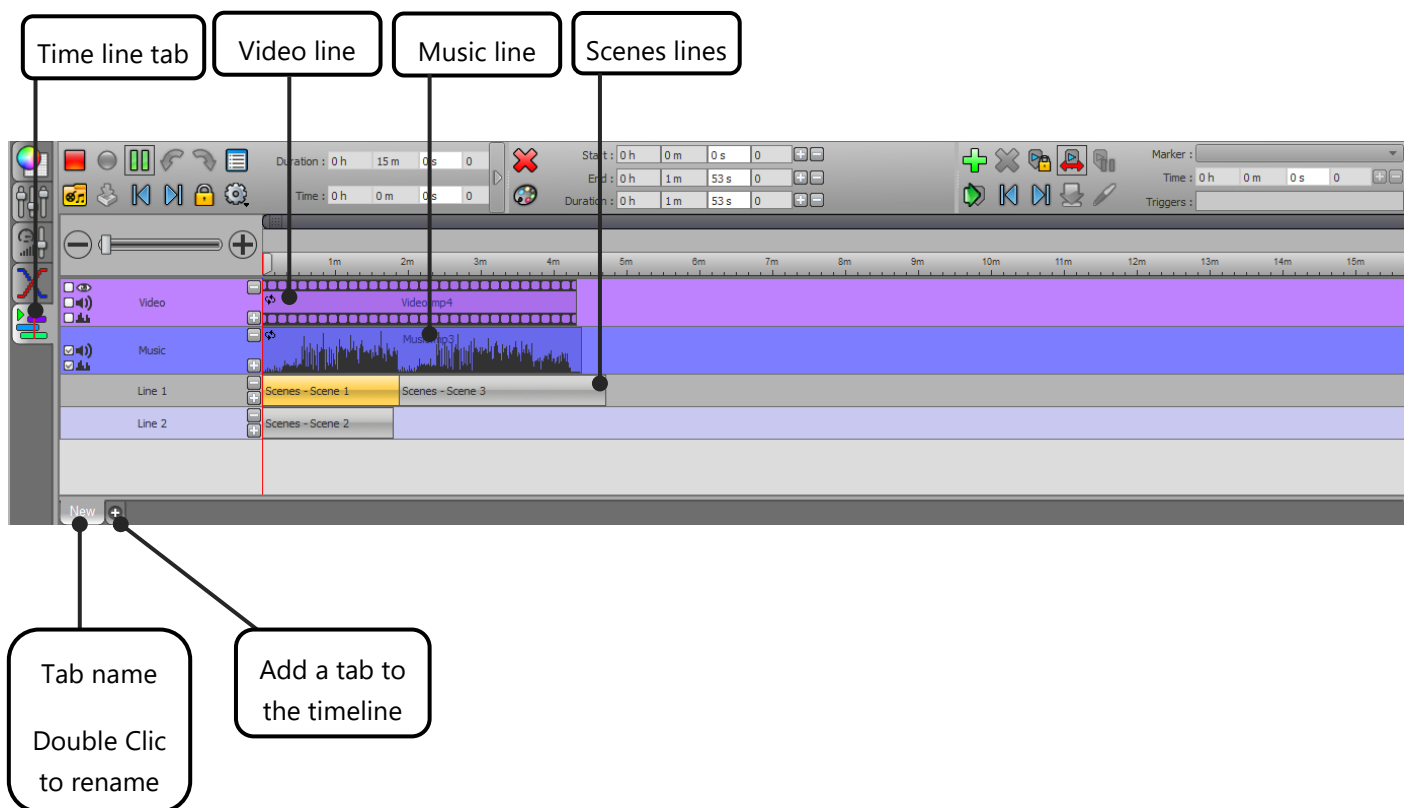
Some Timeline option are available only with the PRO interfaces connected to your computer.

When this PRO hardware is detected, the software will allow and unlock these professional and additional features.

Note that there's only one line for videos and one line for music. It's not possible to play multiple sounds or multiple videos tracks. However, you can add an infinite number of line for scenes.



By default in the demo mode, the Timeline is limited to maximum 24 hours, but it will be limited to 30 minutes only or 24 hours depending on connected interface to the computer and detected interface by the software.

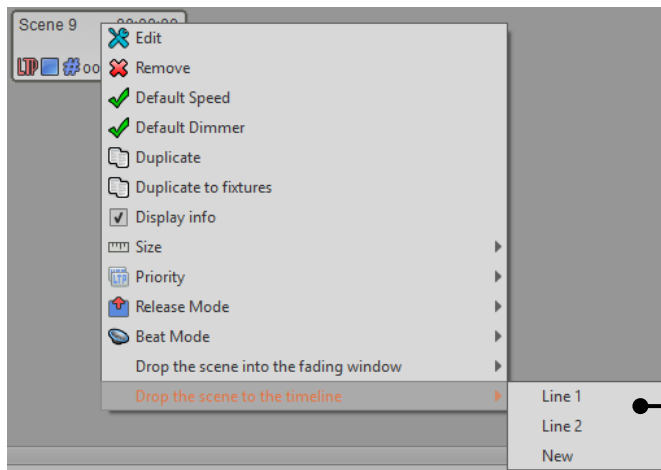


ADD SCENES BLOCKS INTO A LINE

You must know that only scenes buttons can be dragged into a line. This is not possible for the effects buttons. It means that you must have created scenes previously to be able to add them in a line. Last thing is that scenes must contain at least one step to be triggered by the timeline.

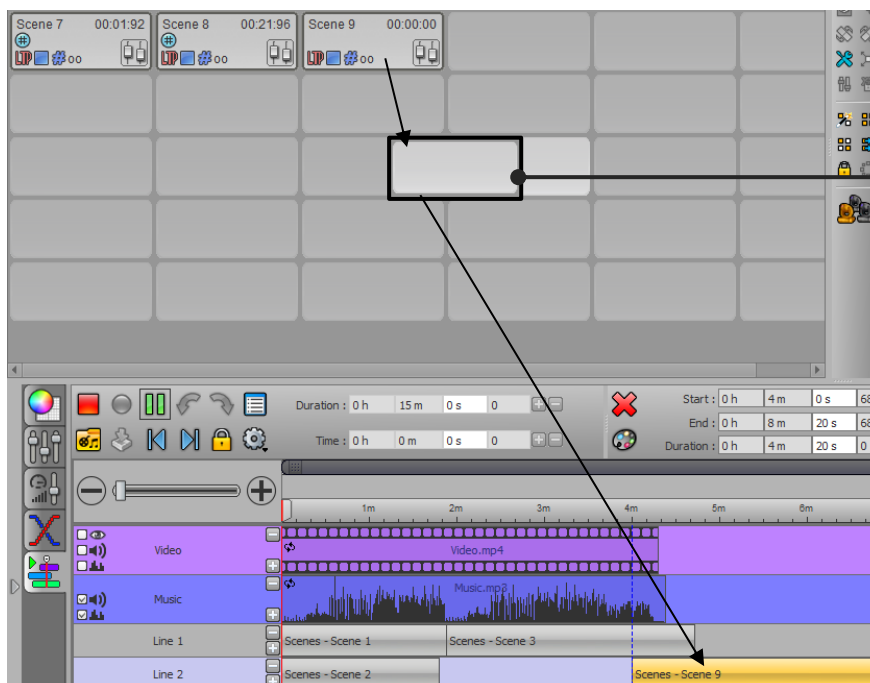
Now, to add scenes blocks into a timeline, there are two ways:

- **With a right click over a scene's button:**



Propose to move the scene into a timeline (either in an existing line or a new one)

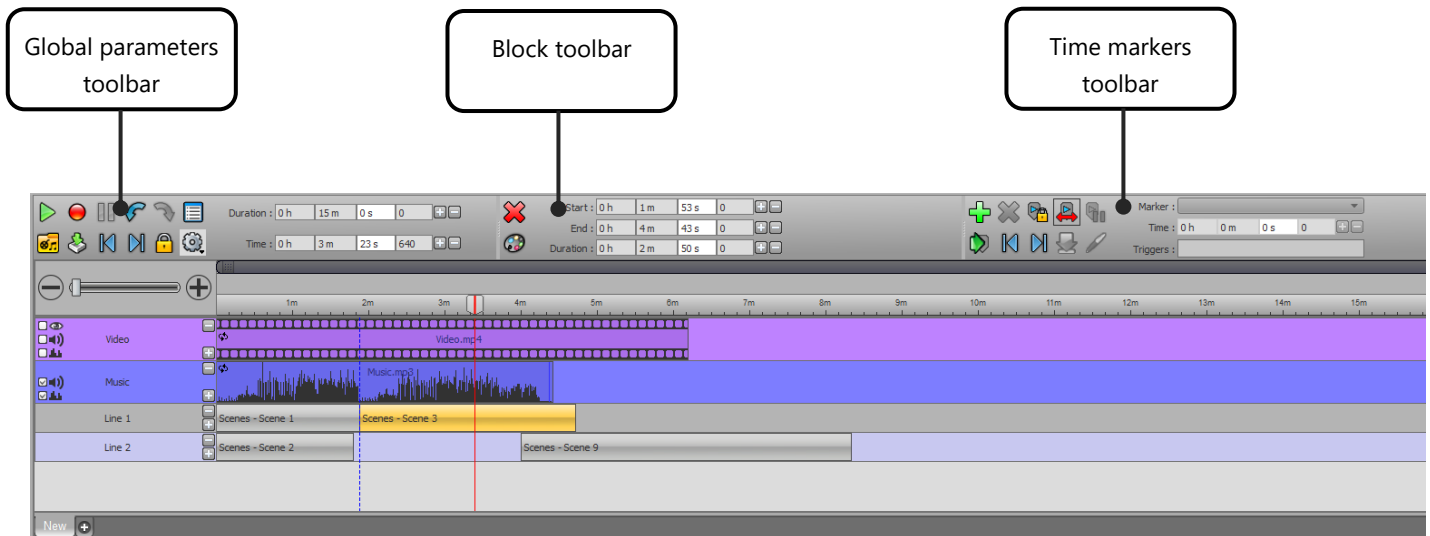
- **With a drag and drop**



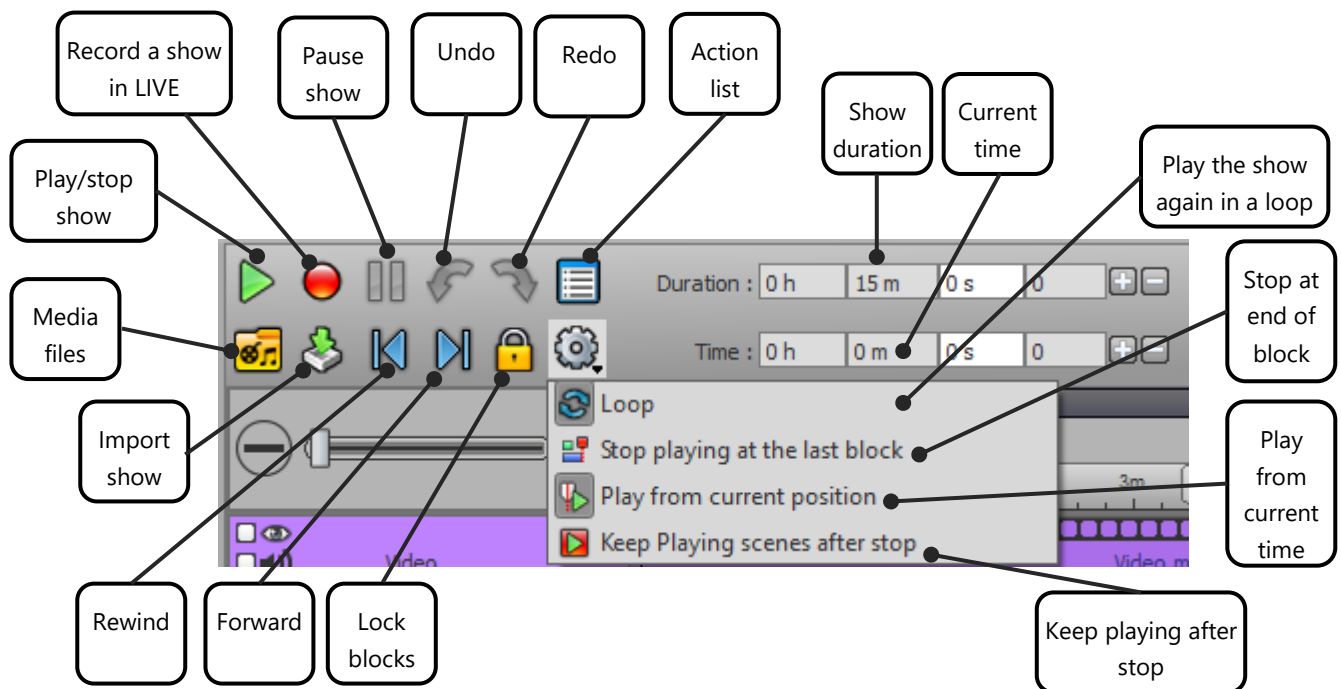
Hold SHIFT + CLICK and drag the scene over the line and position where you want to drop it.

TIMELINE TOOLBAR

The Timeline has a toolbar that is separate in 3 parts, each one is dedicated to a specific topic.

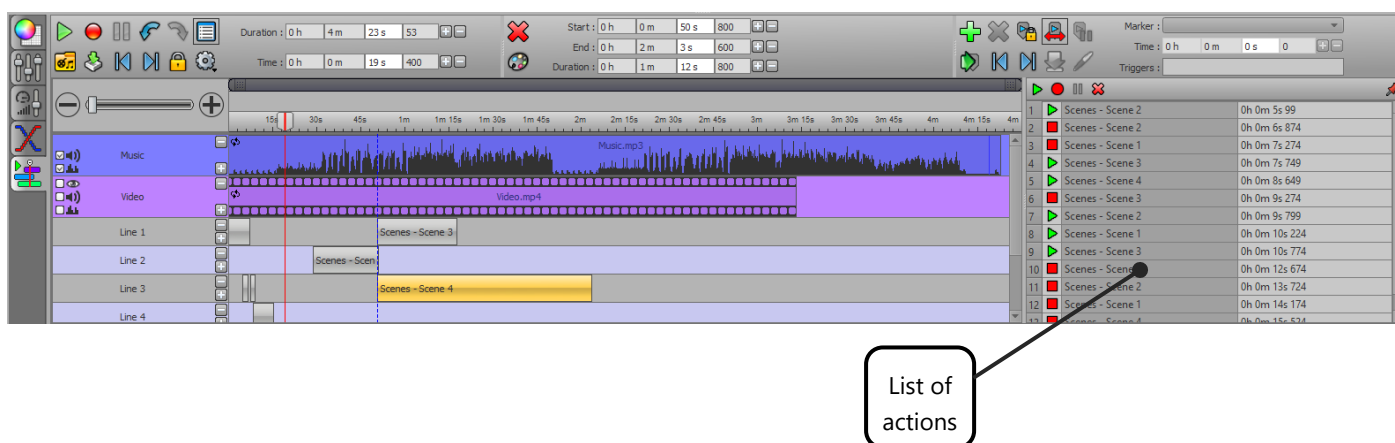


GLOBAL PARAMETERS TOOLBAR



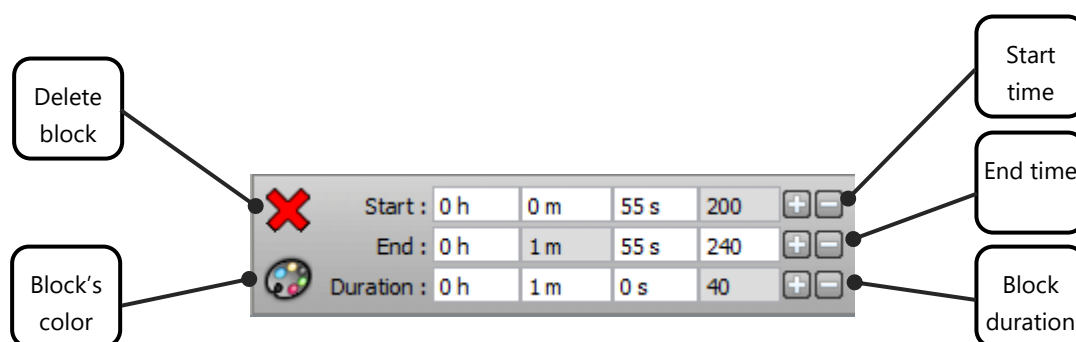
RECORDING ACTIONS

This feature requires a PRO interface. To setup scenes easily in the timeline, you can use the Timeline Live Record button. After the record start, you just have to play the scenes at the desired time and the software will insert them directly and automatically into the timeline. This option will save a lots of time.

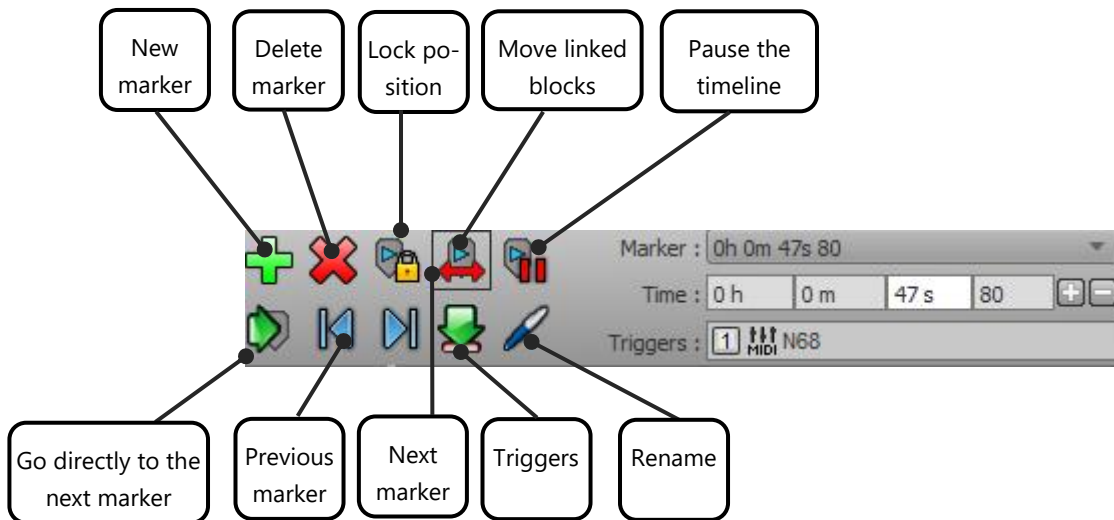


BLOCK TOOLBAR

The block's toolbar concerns the selected block only.



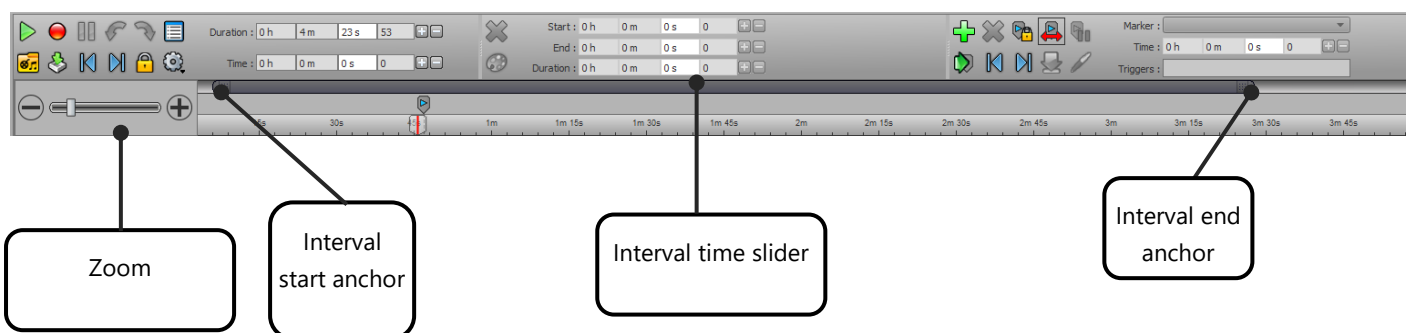
TIME MARKERS TOOLBAR



ZOOM AND TIME POSITIONING

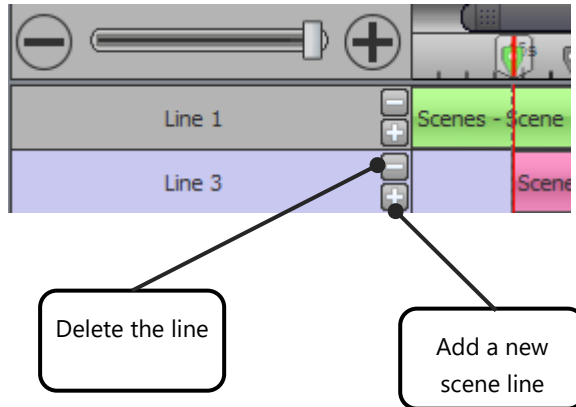
Under the toolbar there is the zoom that allows to adjust the precision of the time display. The slider also adjust the precision and helps positioning the display window inside a time interval.

To adjust the display accuracy with the slider, you must move the mouse at an extremity of the slider. Click to resize the time interval by moving the start or end anchor. Click on the middle of the slider to move the display window.



ADD NEW LINES FOR SCENES

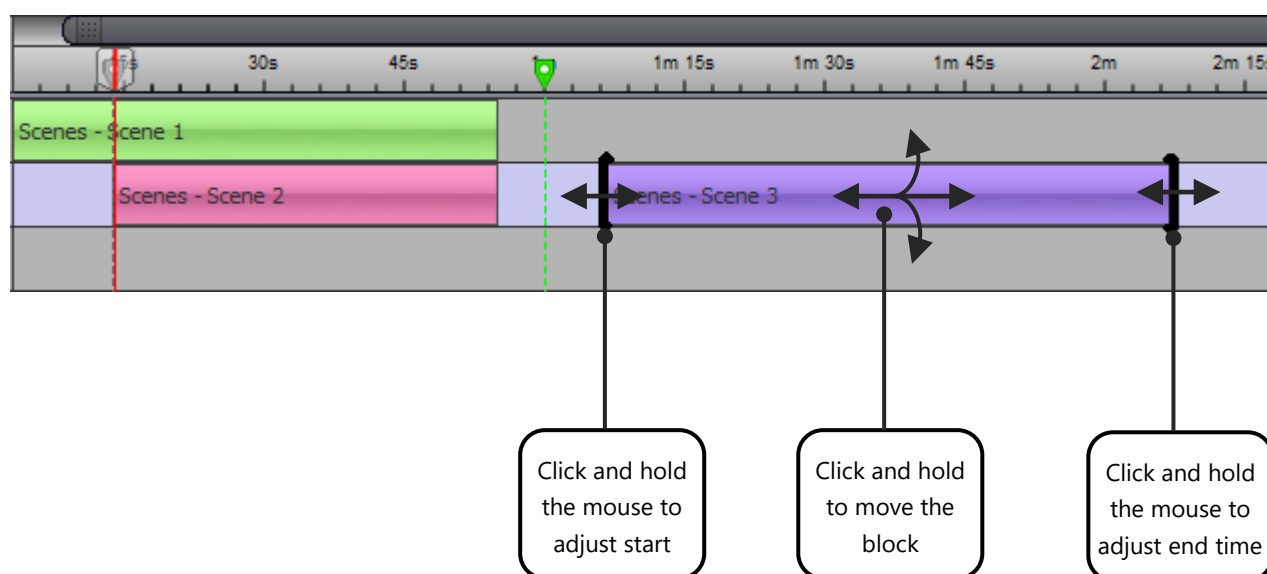
To add some new timelines, simply press the + button at the beginning of the line and to the right of the line name. As well, the - button is used to delete the corresponding timeline.



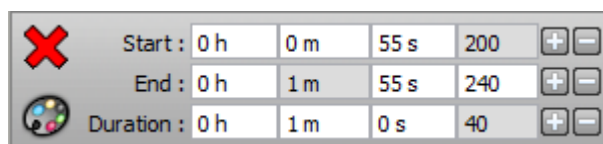
It's possible to add an infinite number of line for scenes. It's possible to organize them by theme and effect type to simplify the reading of the scenes blocks. For example, use only one line for a specific DMX channel or for complex scenes using several channels simultaneously. The dimmer, color and Pan-Tilt may use different lines which helping you for the global show construction and understanding.

BLOCKS MANAGEMENT

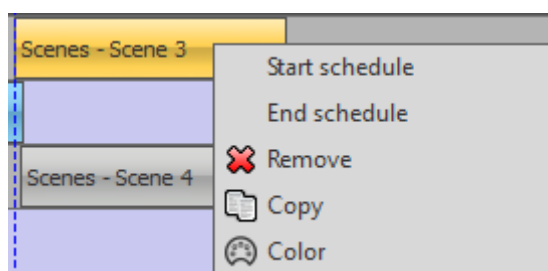
Each block contained in the timeline can be adjusted with the mouse. Select and move it on its line (or move it to another line for the scene blocks type). It's also possible to modify the start time and the duration of blocks by placing the cursor mouse to one of the sides of the block and moving it to resize the block.



These operations can also be performed from the toolbar by selecting the block to modify. Simply adjust the start time, end time and duration in the corresponding fields. You can also delete the selected block and change its color using the dedicated buttons placed to left of fields.



You will also find all these settings with a right click on a block:



AUDIO AND VIDEO BLOCKS

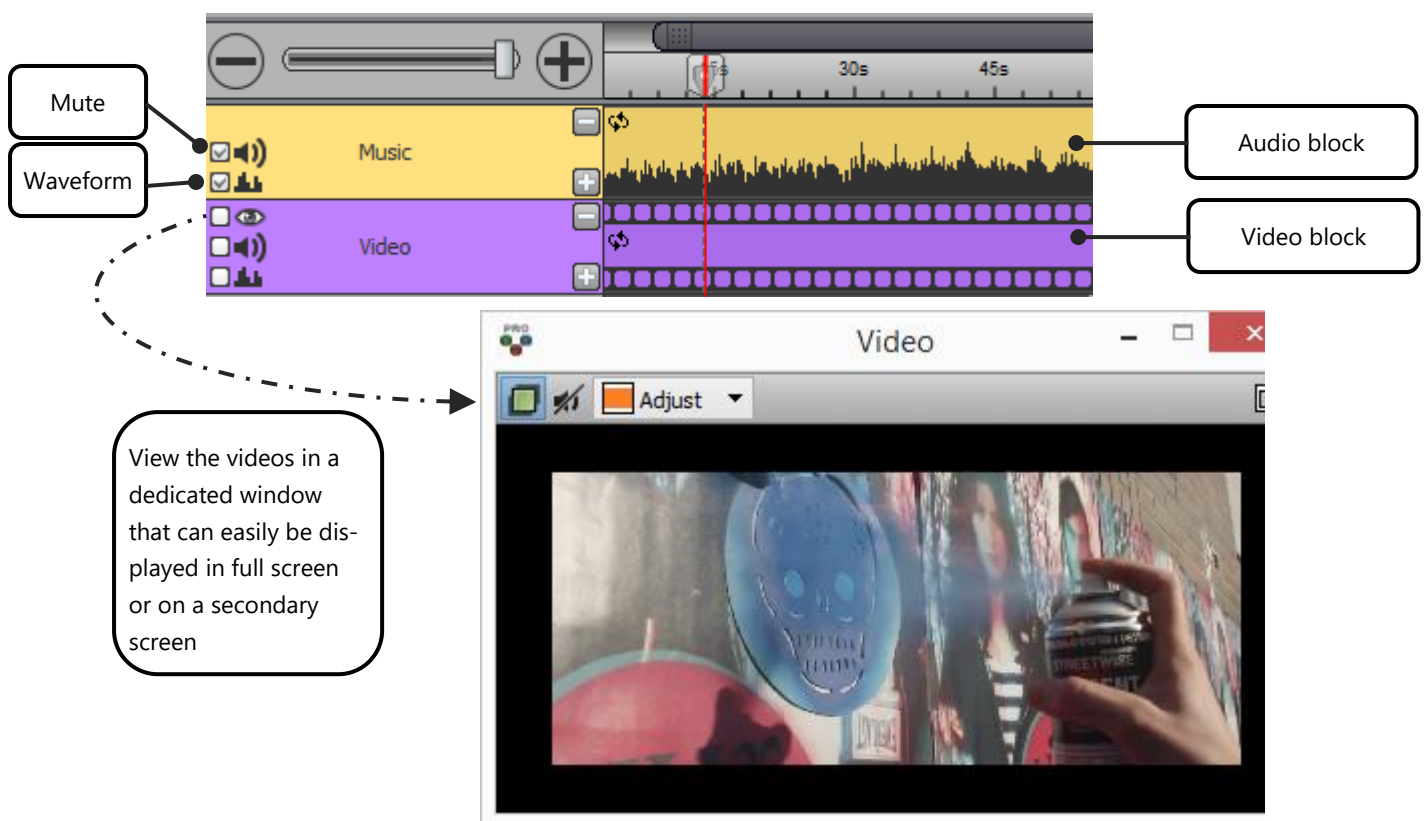
The Timeline tool allows you to insert audio and/or video blocks to synchronize scenes and triggers with music and video.

To add a new block, click the Open button on the toolbar and select the file to add:



Many audio and video formats are supported. (MP3, WAVE, WMA, MOV, MP4, CDA, OGC, AAC, AVI, M4V, MPG, VOB, WMV, DVX, DIVX, MKV, MPEG, XVID).

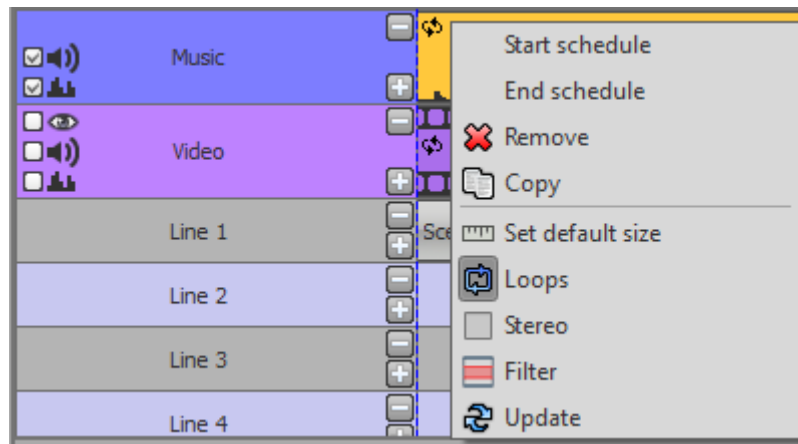
The new block will be added to the corresponding timeline audio or video depending of the kind of file. Each new file will be inserted after the last block in place.



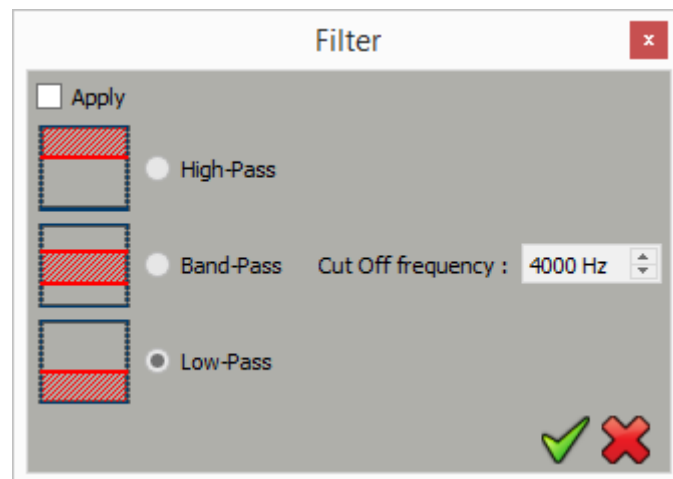
It is possible for each block to display the sound waveform which can stall precisely a scene on a sound. It is possible to play stereo files and display the 2 audio waveform for better timing.

MEDIA OPTIONS

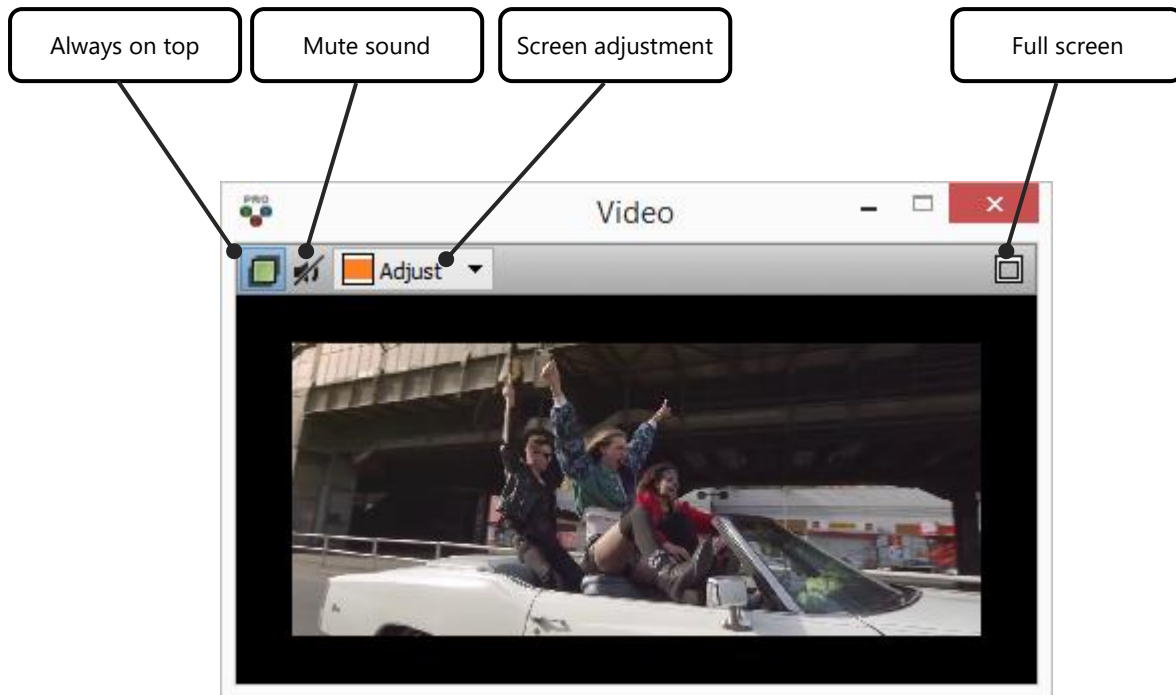
These options are available with a right click in the header and at the beginning of the audio and video timelines:



- **Set default size:** Restore the default size of the selected block (duration of the selected media).
- **Loops:** The option to loop the sound or video if the duration of the block is greater than the duration of the selected media. As a result, the file will be replayed from the beginning.
- **Stereo:** The ability to display the waveform in stereo sound if the format allows.
- **Filter:** Apply a filter (Low Pass, High Pass or Band Pass) to the displayed waveform to work on more precise frequencies.
- **Update:** Replace the media file by another or relink the file from your computer.



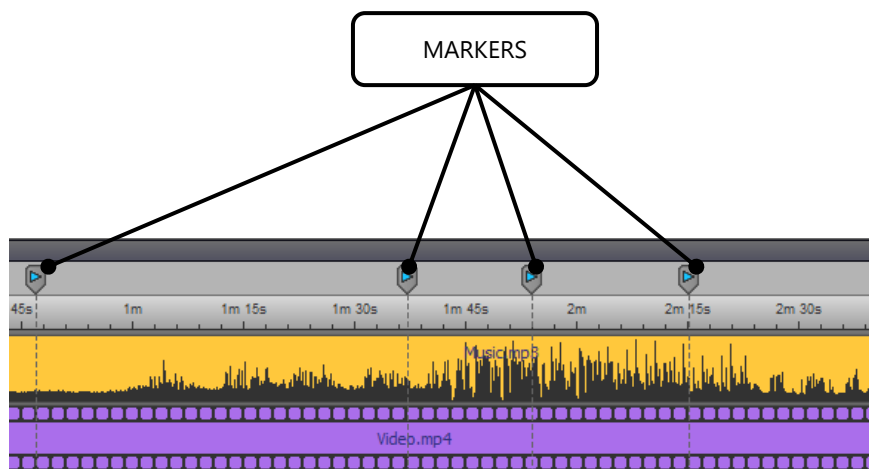
VIDEO WINDOW OPTIONS



MARKERS OF THE TIMELINE

The Timeline tool has some time markers system which can store and give a precise coding time for the synchronization of the show. Those markers are mainly used to calibrate the scene triggers on desired times. They are used to set and visualize the right moment in audio or video files.

By default, markers are magnetic (this option can be disabled) which allows magnetic positioning of your blocks. You can see, select, move and edit the markers directly from the time-scale located under the timeline toolbar.



Note that there is 2 ways to add new markers:

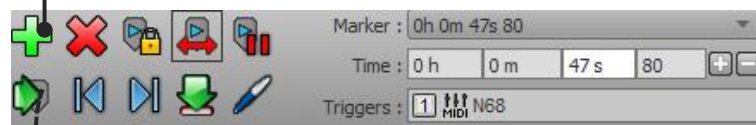
- Use the Enter key while playing the timeline



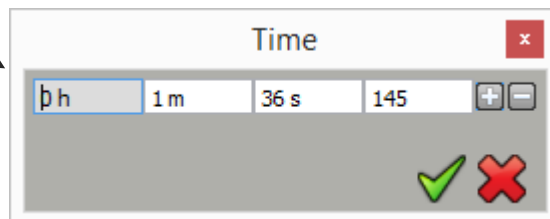
Pressing ENTER will automatically place a new marker at the current position

- From the toolbar button:

New marker



A pop-up will ask you when to insert the new marker.



Now that you know the different possibilities of the timeline, refer to the manual "How to use Fades" to master the learning of your scenes and the transition of your effects.